

秘密の赤 (Red Secret)

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Players: 2-4

Playing time: 20 minutes

The Red Secret is a trick-taking card game based on the legend of changelings, abductions by supernatural creatures, which is passed down in various villages of medieval Europe. Red cards are the strongest, and the numbers on the cards become points. However, be careful, as showing the face of the card turns those points into negative points.

SETUP: Deal all 32 cards among the players.

2 players: Of the 16 cards dealt, count your red cards. If you have 4 red cards, start playing immediately. If not, the player with more than 5 red cards must give red cards to the opponent to make their total red cards 4, and in exchange, receive the same number of cards of other colors before starting the game.

3 players: Count your red cards from the 10-11 cards dealt. If any player has more than 5 or 1 or less red cards, card distribution occurs as follows:

8 > 4 0 > 2 0 > 2	7 > 4 1 > 2 0 > 2	6 > 4 2 0 > 2	6 > 4 1 > 2 1 > 2
5 > 3 3 0 > 2	5 > 4 2 1 > 2	4 > 3 4 > 3 0 > 2	4 > 3 3 1 > 2

The number on the left of the arrow indicates the red cards dealt, and the number on the right of the arrow indicates the adjusted number of red cards after trading.

GAME FLOW: The lead player play a card of any color, the following players must play a card of the same color as the first card played or a red card. If they don't have either, play a card of another color, then determine the winner of the round. If a red card is played, the player who played the red card with the highest number becomes the winner.

2 players: The lead player (first player) plays one card, followed by the second player playing one card, and another round follows. The round is played with 4 cards.

3 players: The round is played with 4 cards, where one of the three players plays two cards:
a) The lead player can either play one card or pass (passing is allowed even if they have a playable card). This turn is an exception to the must-follow rule.

b) The next player (second player) must follow suit. However, if they don't have the first played color, they can pass without being forced to play red or another color.

c) The last player (third player) cannot pass. They must play a card of the must-follow color, a red card, or another color.

This may result in the game ending in 5-7 rounds instead of 8, as players may run out of cards to play. The game ends when any player runs out of cards.

The round winner keeps the cards, placing them in front of themselves to the left. Any hidden red cards remain face down. Any red cards that couldn't be hidden are **taken by the player who played them** and placed face up in front of them to the left.

The winner of the round becomes the lead player for the next round.

RED CARDS: Cases where the red card can or cannot be hidden:

- 1) When the lead player plays a red card: Red card must be played face up. If, during the round, the number on the red card is sandwiched between others, it will result to be turned face down.
- 2) When a red card is played as the 2nd to 4th: Card is placed face down. To keep it hidden, there must be a larger and a smaller card than it (red card must be sandwiched between these two.) However, if the number is not sandwiched after the round ends, the card is turned face up.

SCORING: After 8 rounds, calculate the scores. The cards taken during the tricks score as follow:

- +1 point to each non-red card
- +X for the face value of hidden red cards
- - X for the face value of revealed red cards

END OF THE GAME: Play a total of 8 rounds for 1 game. Play 2 games to determine the winner.. The player with the highest total points from the cards obtained wins.